

Cooperative Games Rubric

	<i>Individual 1 pts</i>	Needs Work 2 pts	Plays Well With Others 3 pts	Cooperative Genius 5 pts
Teamwork	<i>Individual</i> <i>Refuses to be part of the group. Continues to be an individual.</i>	Needs Work Puts individual desires and needs ahead of the group's needs.	Plays Well With Others Works with the group to help to accomplish the goal.	Cooperative Genius Puts the needs of the group ahead of own personal needs
Strategy Building	<i>Individual</i> <i>Does not contribute to the group development of strategy.</i>	Needs Work Helps to build the strategy with the class, but only when their idea is being implemented.	Plays Well With Others Works to put together a strategy whether or not it was their idea.	Cooperative Genius Can develop a strategy with the group; help to modify the strategy if it doesn't work whether or not it was their own idea.
Participation	<i>Individual</i> <i>Does not participate in the group activity</i>	Needs Work Does enough to get self though the activity	Plays Well With Others Does enough to get self through the activity and works to help others	Cooperative Genius Goes above and beyond the call of duty to get the job done.
Step Outside Your Comfort Zone	<i>Individual</i> <i>Will not challenge him or herself to do anything difficult.</i>	Needs Work Rarely will attempt to do something outside of their comfort zone.	Plays Well With Others Will attempt difficult tasks outside of the comfort zone.	Cooperative Genius Will attempt tasks outside of their comfort zone and will encourage others to do the same.

